

Town Cryer



Published on the first Angestag of each Mannslich.

4 Groats

KHAZALIDS COME IN SEARCH OF TREASURE



Dwarf Treasure Hunters search ruins after promises of untold wealth

The grim Dwarfs from the ancient empire in the Mountains at the Edge of the World have come to Mordheim. Could their motive be to claim the strange rocks known as wyrdstone?

The Dwarfs' skills certainly aren't to be underestimated. Several warbands have already crossed their paths.

Reinhold, last surviving member of his Reiklander warband, reported that they attacked without motive, pinning his men down with deadly fire from handgun and crossbow. "I was lucky to survive," Reinhold reported. "I tried to save my warband, but they were ruthlessly cut down by those uncaring stunts."

ROYAL VISIT A GREAT SUCCESS

The Burgermeister of Ostermark has deemed the Elector Count of Sylvania Vlad von Carstein's visit to the city and surrounding settlements a great success. The Count and

his entourage were apparently impressed with the area's many night spots as they were seen going out on the town after sunset on more than one occasion.

Here Within

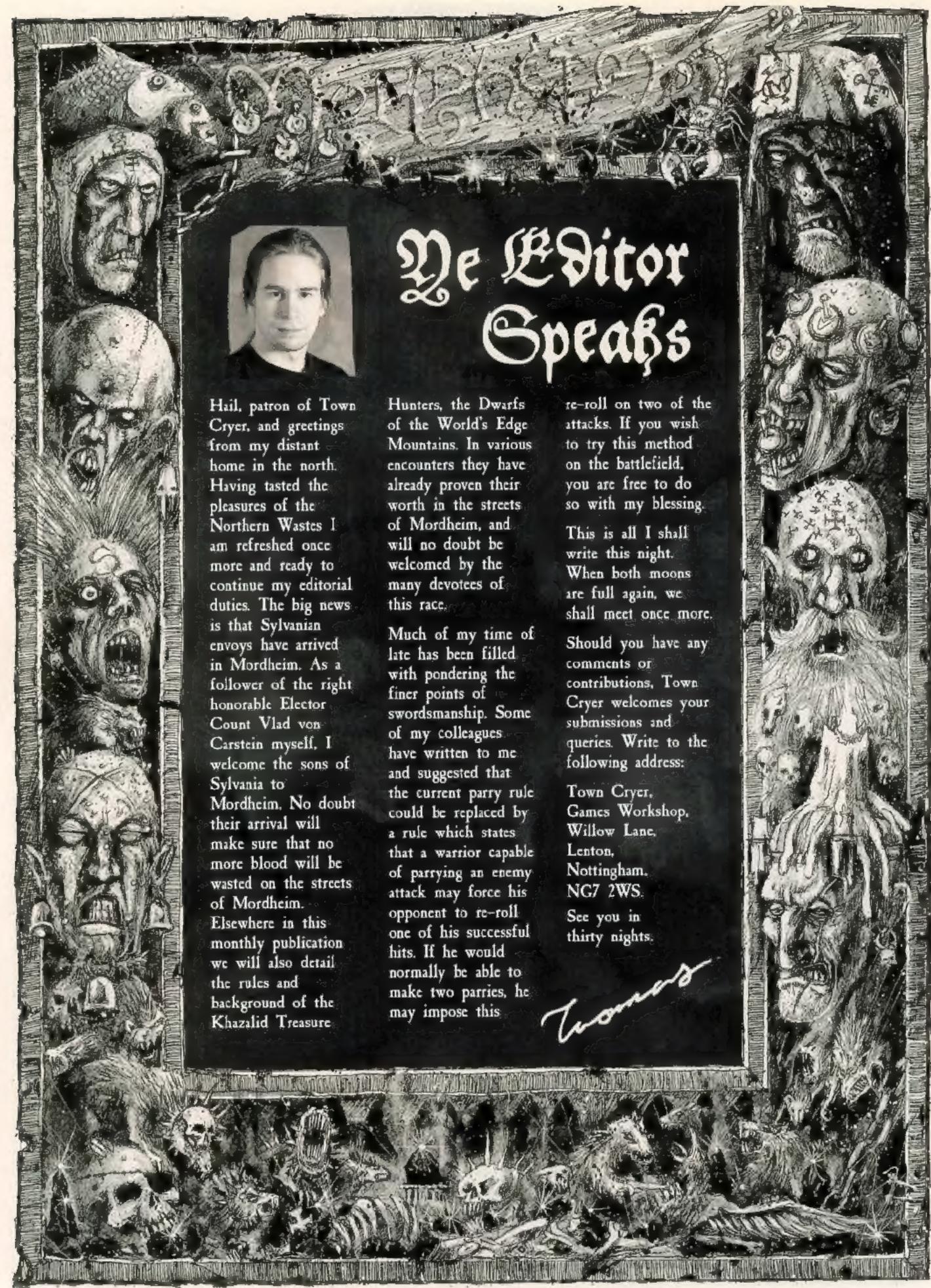


Treasure Hunters from the ancient empire of the Dwarfs come in search of wealth.

Ye sightings of more warriors offering their services to warbands exploring the city.

The strange followers of the Elector Count of Sylvania arrive in search of the precious wyrdstone.

More Witch Hunters flock to the city to reinforce the zealous Templars of Sigmar in their quest to vanquish evil.



The Editor Speaks



Hail, patron of Town Cryer, and greetings from my distant home in the north. Having tasted the pleasures of the Northern Wastes I am refreshed once more and ready to continue my editorial duties. The big news is that Sylvanian envoys have arrived in Mordheim. As a follower of the right honorable Elector Count Vlad von Carstein myself, I welcome the sons of Sylvania to Mordheim. No doubt their arrival will make sure that no more blood will be wasted on the streets of Mordheim. Elsewhere in this monthly publication we will also detail the rules and background of the Khazalid Treasure.

Hunters, the Dwarfs of the World's Edge Mountains. In various encounters they have already proven their worth in the streets of Mordheim, and will no doubt be welcomed by the many devotees of this race.

Much of my time of late has been filled with pondering the finer points of swordsmanship. Some of my colleagues have written to me and suggested that the current parry rule could be replaced by a rule which states that a warrior capable of parrying an enemy attack may force his opponent to re-roll one of his successful hits. If he would normally be able to make two parries, he may impose this

re-roll on two of the attacks. If you wish to try this method on the battlefield, you are free to do so with my blessing.

This is all I shall write this night. When both moons are full again, we shall meet once more.

Should you have any comments or contributions, Town Cryer welcomes your submissions and queries. Write to the following address:

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Games Workshop,
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Nottingham,
NG7 2WS.

See you in
thirty nights.



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More warriors flock to the city this month. Warbands can now add Dwarf Troll Slayers and Halfling Cooks to their ranks as Hired Swords. The Witch Hunters cause is strengthened with the arrival of a new Witch Hunter Captain and Warhound, along with a fanatic Warrior-Priest.



PURGE THE UNCLEAN 14

The Witch Hunter warband of Colin Harvey. Colin started his warband when the first rules in progress were published in White Dwarf. Colin explains how he went about converting the models to make his unique warband.



DWARF TREASURE HUNTERS 6

With the promise of untold wealth available to anybody strong enough to survive in the ruins, Dwarf warbands have come to Mordheim. Mark Havener describes how you can recruit a warband of these stout warriors of the mountains and take them treasure hunting into the ruins of the city.



IMMORTAL THREAT 16

Vlad von Carstein, Count of Sylvania, has sent his Undead minions to Mordheim in search of wyrdstone. Graham Davey gives advice about the strengths and weaknesses of the Undead followers and shows us how he went about collecting his warband.



In the ruins

SIGMAR'S HOLY CRUSADE GROWS IN STRENGTH



A devout Warrior-Priest purges the foul Skaven.

Witch Hunter Captains are reinforced by Warrior-Priests and the finest Warhounds

Obsessed with cleansing the city of heretics, more Witch Hunters have arrived in Mordheim. With inspired speeches it does not take long for them to recruit a warband so that they may venture into the ruins and burn all evil in the name of Sigmar. Warrior-Priests can be seen fighting alongside them, carrying out their edict to cleanse Mordheim of Chaos filth.



A Witch Hunter Captain sends forth a faithful Warbound.



FIERY-HAIRED KILLING MACHINES GO IT ALONE

Not content with the death and destruction caused when fighting alongside their own kin, the fearsome Dwarf Troll Slayers can now be found hiring out their services so that they may fight against the most dangerous denizens in all of Mordheim. With no

thought for their own safety, it is a brave warrior who follows one of these oath-bound Dwarfs into a battle. But it is better to fight alongside one than face one in close combat.

HALFLING COOKS SHOW SKILL WITH KNIVES

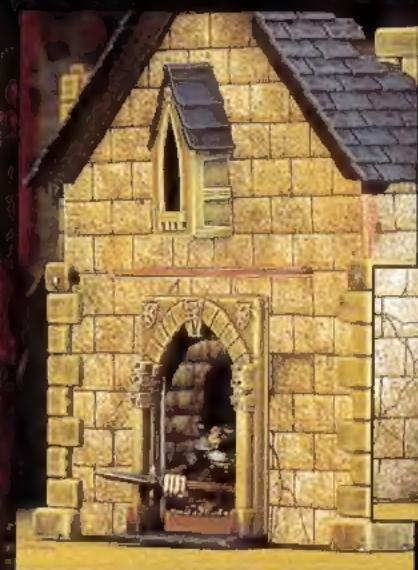
Ye finest cooks in all the known world have been seen fighting as hired swords in the ruins of our city.

Halflings may not be the toughest of fighters but their skill with the bow should not

be underestimated, as many a warrior has discovered. One thing is for sure though, any warband hiring one of these plucky young fellows is guaranteed a slap up meal at the end of a day's fighting.



Blood on the Streets



Buildings require assembly. Citadel Miniatures not supplied.

RUINED BUILDINGS FOR THE CITY OF THE DAMNED - \$30.00 CDN \$19.99 US

Dwarf Treasure Hunters

Dwarfs are a grim and exceptionally proud people. They respect three things above all others: age, wealth, and skill. It is no surprise then that these grim warriors can be found in Mordheim searching for fame and fortune. Mark Havener gives full rules for including Dwarf warbands in Mordheim.

Occasionally a Dwarf noble will find himself in desperate times. His family hold may have been overrun by Goblins or Skaven, or he may have somehow disgraced himself and been banished. Other Dwarfs know these warriors as the Dispossessed. Dwarfs are a proud race and it is against a Dwarf's nature to lose himself in despair. Instead, a noble who finds himself in such dire straits will gather together a group of his closest friends and kin and go treasure hunting, hoping to accumulate a large enough hoard to establish his own holding. At this time, the largest source of wealth in the Known World is rumored to be a city in the Empire. The city is known as Mordheim...

Special Rules

All Dwarfs are subject to the following special rules.

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken *out of action*

on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as *knocked down*, 3-5 as *stunned*, and 6 as *out of action*.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armor. Dwarfs never suffer movement penalties for wearing armor.

Hate Orcs and Goblins. All Dwarfs *hate* Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days when the two races fought for supremacy in the Old World. A Dwarf warband may never include any kind of Elven Hired Sword.

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. In the city of Mordheim they apply similar skills to the search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband.

Absolute silence hung over the feasting hall like a burial shroud. The celebration had lasted for days, even since the invading Goblin tribes had been repulsed. The people of Karak Azar had not had much cause for rejoicing over recent decades so all were making the most of this rare occasion; songs were sung that had not been heard in these halls for a generation, and legendary quantities of the most precious Dwarf ales were being drunk.

That was until young Lord Orrick had entered the hall. Orrick was the youngest son of King Kurdan, ruler of Karak Azar. To say the two sometimes clashed would be an understatement.

"What did you say, lad?" asked the aged king in a steady voice. "My old ears must have misheard you."

"I merely asked what we are celebrating for," slurred the younger Dwarf. He lacked his father's ability to appear sober regardless of the amount of drink he had imbibed. "We beat them this time, but they'll be back, mark my words. And next time we might not be so lucky."

"Lucky?" roared the enraged king, half rising from his chair. His hearthguard seated to either side exchanged worried looks yet rose with him. Would noble blood be spilled in the hall this night?

"How dare you speak to me of luck? It was Dwarf courage and fighting skill that drove off those green-skinned hordes. This bold has never fallen to invaders, and never will! Not while I draw breath!"

"All I am saying is that times are changing, and we must change with them! You speak of skill – but the age-old tactics that our ancestors employed are the same ones we still use today. Eventually a canny foe will figure out our methods, and this kingdom will fall!"

"Do you not have any pride in your ancestors, lad?" The Dwarf king was nearly silent now, his voice barely above a whisper. Those who knew him well realized that this was a dangerous sign, and more worried looks were exchanged throughout the room.

"Ancestors be damned!" the young prince exclaimed, slamming his fist into the hard stone of the feasting table. "Over the last generation half a dozen Dwarf holds have fallen to their enemies. I'm quite sure their rulers thought just as highly about the outdated strategies of their forefathers. We must abandon the old ways, before it is too late for us all!"

Though he had been flushed with drink before, the ancient ruler's face had been drained by his son's last outburst. To his ears, the words his offspring had spoken were the worst desecration imaginable – disrespect of the ancestors.

"Get out." The words were barely audible, even in the silent hall. "Leave this kingdom never to return. Your name shall be stricken from all records. You are no longer the son of King Kurdan of Karak Azar."

Dwarf equipment lists

The following lists are used by Dwarf warbands to pick their equipment.

Dwarf Warrior Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Dwarf axe	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc
Gromril weapon*	3 times the cost

Missile Weapons

Pistol	15 gc
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Armor

Light armor	20 gc
Heavy armor	50 gc
Gromril armor**	75 gc
Shield	5 gc
Helmet	10 gc



Thunderer Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Crossbow	25 gc
Handgun	35 gc
Pistol	15 gc

(30 for a brace)

Armor

Light armor	20 gc
Heavy armor	50 gc
Shield	5 gc
Helmet	10 gc

*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarfs outfitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim rules.

**The price of a suit of Gromril armor is cheaper for a starting warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril armor must be done using the normal price chart in the Mordheim rules.

Dwarf skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Skills	✓	✓	✓	✓	✓	✓
Engineer	✓	✓				✓
Troll Slayers	✓	✓		✓	✓	✓

Choice of warriors

A Dwarf warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

Noble: Each Dwarf warband must have one Noble; no more, no less!

Engineer: Your warband may include up to 1 Engineer.

Troll Slayers: Your warband may include up to 2 Troll Slayers.

Dwarf Clansmen: Your warband may include any number of Dwarf Clansmen.

Dwarf Thunderers: Your warband may include up to 5 Dwarf Thunderers.

Beardlings: Your warband may include any number of Beardlings.

Starting experience

A **Noble** starts with 20 experience.

An **Engineer** starts with 10 experience.

Troll Slayers start with 8 experience.

Dwarf Clansmen start with 0 experience.

Dwarf Thunderers start with 0 experience.

Beardlings start with 0 experience.



1 Dwarf Noble

85 gold crowns to hire

Dwarf Nobles are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches. A Dwarf Noble is well respected by the members of his warband. Often he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure to restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	9

Weapons/Armor: A Dwarf Noble may be equipped with weapons and armor chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Dwarf Noble may use his Leadership instead of their own.

0-1 Dwarf Engineer

50 gold crowns to hire

Dwarf Engineers are respected members of Dwarf society. It is they who design and build the complex war machines and devices which have made the Dwarfs famous.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armor: A Dwarf Engineer may be armed with weapons chosen from Dwarf Thunderer equipment list.

SPECIAL RULES

Expert Weaponsmith: A Dwarf Engineer is a master of mechanical devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf Engineer can increase the distance the warband's missile weapons can shoot. All the warband's missile weapons have 6" added to their range, as long as the Dwarf Engineer is in the warband (the modifications require constant maintenance).

0-2 Dwarf Troll Slayers

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honorable death in combat. Having committed some unforgivable crime or been dishonored in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic, and violent. There are however few better fighters in the Known World, so they are much sought after by Dwarf treasure hunters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armor: Troll Slayers may be equipped with weapons chosen from the Dwarf Warrior equipment list. Slayers may never carry or use missile weapons or any form of armor.

SPECIAL RULES

Deathwish: Troll Slayers seek an honorable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

Slayer Skills: Troll Slayers may choose a skill from the Troll Slayer Skill table instead of the normal skill tables when they gain a new skill.

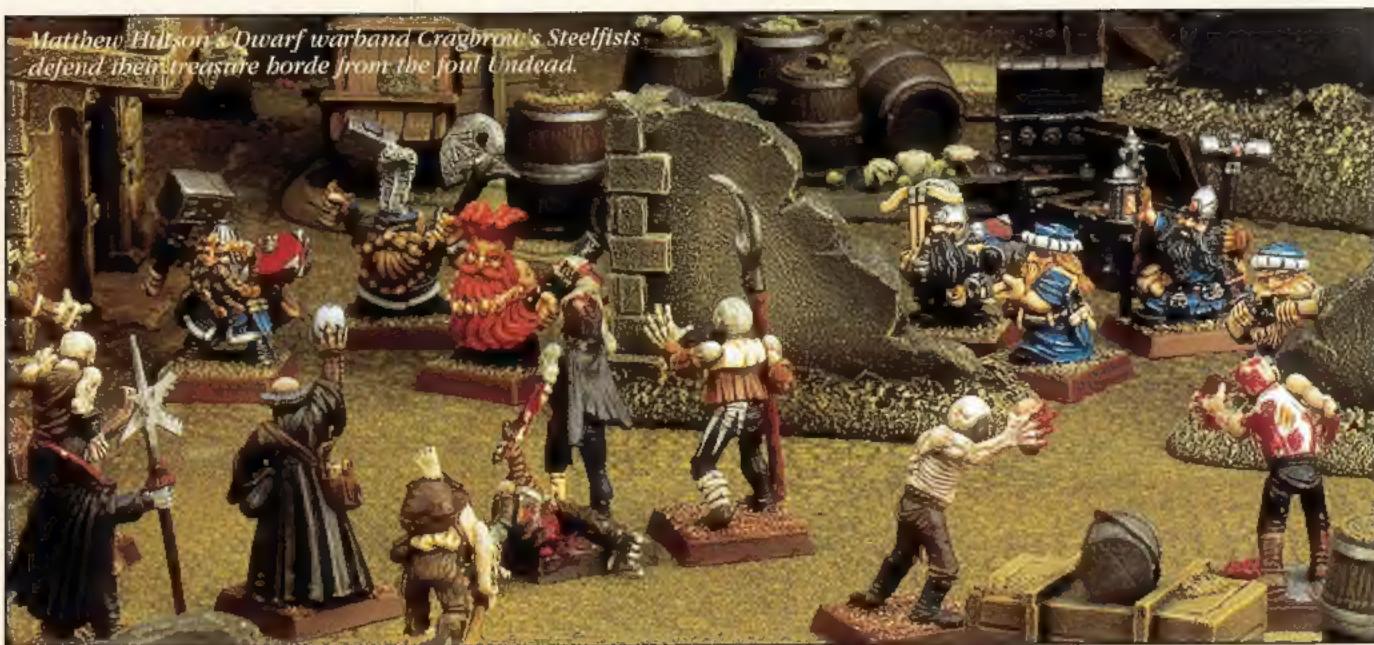
TROLL SLAYER SKILLS

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to them.

Ferocious Charge: The Slayer may double his attacks on the turn in which he charges. He will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc.) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat 'to hit' rolls during the turn in which he charges.



Splinters flew toward his face as another crossbow bolt embedded itself into the door frame that Reinhold was using as cover. Damn but those stunies were good shots! As he quickly glanced outside, he could see that both Dieter and big Klaus lay prone in the middle of the street. They might have appeared to be sleeping if their poses weren't so awkward, and of course there was that bolt through Klaus' right eye socket. If the big man was still alive, he'd not be using that eye again.

The worst part of the whole situation was that it was all the result of a silly argument. Reinhold and his mates had met the Dwarfs at the Halfling Hotpot, a local tavern and well-known meeting place for those of Reinhold's occupation. The two groups had actually gotten along quite well at first. Klaus had been able to keep up with the incredible drinking capacity of the smaller Dwarfs, and this caused them to accord him a certain measure of respect. Of course, with strong drink comes lack of judgement, and Klaus was no exception. He began to make fun of the Dwarfs' small stature and overall dour appearance, which was bad enough, but then he made a very unfriendly remark about the Dwarf leader's mother, and that was all the diminutive warriors could stand. The Dwarfs had not made a scene at the tavern, as such locations were regarded as holy ground to groups like themselves, but they had not forgotten Klaus' words, and had called out Reinhold and his warband in the street the next day.

And now here they were, with Reinhold's band occupying buildings (or the dirt!) at one end of the street, and the Dwarfs occupying the other. Most of Reinhold's band were holed up in a building on the other side of the street – he could see Gunter, their hired Warlock, attempting to cast something at their adversaries through one of the windows. A second later there was an explosion somewhere down the street and Reinhold could hear curses and a few muffled screams of pain. Gunter was not given much time to enjoy his handiwork, as suddenly three crossbow bolts struck him in the chest. Reinhold could see the mage look down in shock and surprise at the deadly quarrels protruding from his body, and then he slumped down out of the old veteran's sight. 'Damn' thought Reinhold, 'I always told him he gawked too much!'

"This is bad, very bad," the mercenary muttered under his breath. As he looked around at his surroundings, he noticed something he had not seen when he first entered this building – another door. He took a look back out in the street at the warriors he had fought with through a dozen battles. Most were dead or dying. The dwarfs had begun moving down the street, looting the dead and taking prisoners. They were moving cautiously now, but soon they would be at this doorway, entering this building, and he would be at best their prisoner. "Time to disband this warband," whispered Reinhold as he backed to the other doorway and safety.

Henchmen (Bought in groups of 1-5)

Dwarf Clansmen

40 gold crowns to hire

These are Dwarf warriors in their prime: tough, stubborn, and brave warriors who can be relied on to hold their own against any foe.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armor: Dwarf Warriors may be equipped with weapons and armor chosen from the Dwarf Warrior equipment list.

0-5 Dwarf Thunderers

40 gold crowns to hire

Dwarf Thunderers are experts at using missile weapons. Many an Orc or Goblin has died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armor: Thunderers may be armed with weapons and armor chosen from the Dwarf Thunderer equipment list.

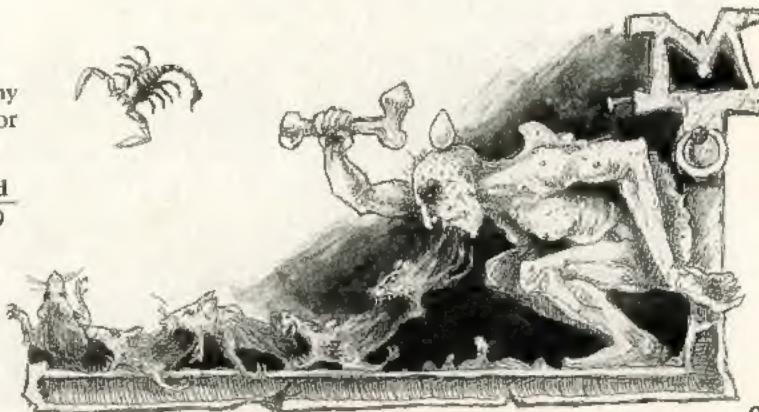
Beardlings

25 gold crowns to hire

These are young Dwarfs who have joined the retinue of an experienced Dwarf treasure hunter hoping to make their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armor: Beardlings may be armed with weapons and armor chosen from the Dwarf Thunderer equipment list.



Special weapons

Dwarf axe

15 gold crowns

Availability: Rare 8 (Dwarfs only)

Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range	Strength	Special Rule
Close Combat	As user	Cutting Edge, Parry

SPECIAL RULES

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defense and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll 1d6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single close combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc.) does not get to parry two attacks but may instead re-roll a failed parry.

Dwarf special skills

Dwarf Heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Master of Blades

This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry

two attacks (if his two dice match or beat the two highest attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he can re-roll any failed parries.

Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken *out of action*, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter

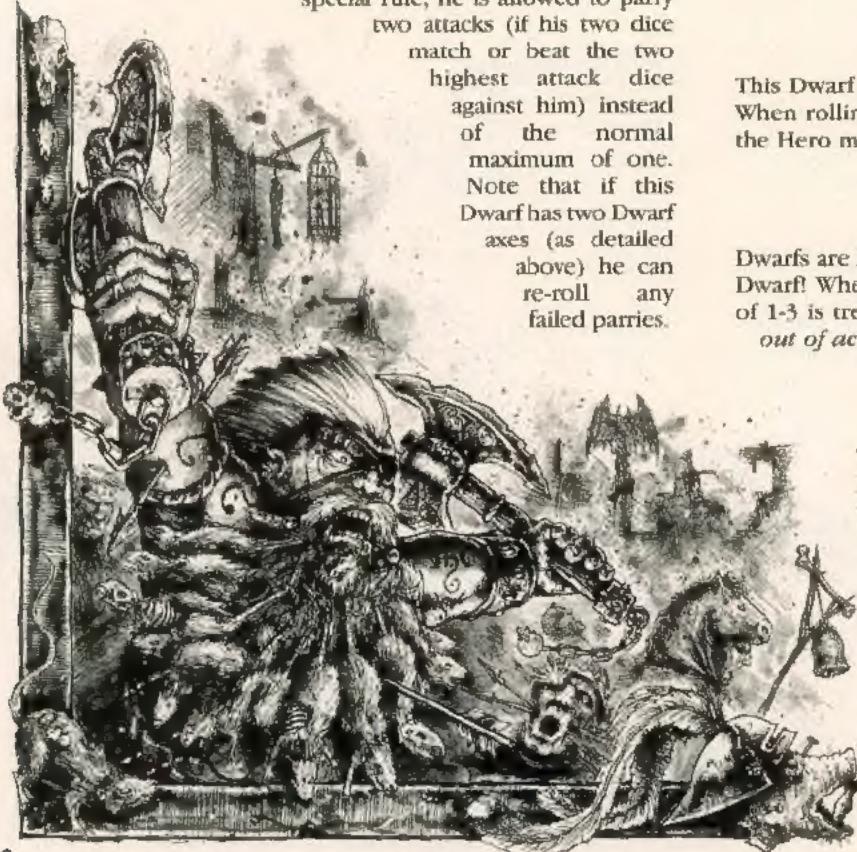
This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

True Grit

Dwarfs are hardy individuals and this hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as *knocked down*, 4-5 as *stunned*, and 6 as *out of action*.

Thick Skull

The Hero has a thick skull, even for a Dwarf. He has a 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).





Sample Warbands

This warband is typical of a starting group of Dwarf treasure hunters. It has as many Heroes as possible, to maximize Exploration rolls from the beginning.

To back up the hand-to-hand troops, the warband includes two Thunderers with crossbows. The presence of the Engineer means that these missile weapons have a range of 36"! This will allow the Thunderers to fire with impunity from outside the range of most enemy missile weapons.

The general strategy this warband should use is obvious, the Clansmen take the front to absorb an enemy warband's initial charge, followed closely by the Noble and Troll slayers. The Engineer should hang slightly back, his special ability is too valuable to risk unless matters become desperate. The Thunderers will of course be at the rear, firing at the enemy troops as they advance.

As this warband gains more wealth and experience, the player can purchase more warriors and upgrade the equipment of the members of the warband. Top priority should be placed on getting the warband above eight members, as this will increase the number of models that must be taken *out of action* before the warband is forced to start taking Rout tests. More helmets can be given to the members of the warband – these items are extremely useful for Dwarfs. The 'Hard to Kill' special rule all Dwarfs share means that they will receive more *stunned* results on the Injury table than warriors of other races, and helmets will give them a save against this. They should prove quite formidable in close combat.

A few Dwarf axes scattered throughout the band will do wonders toward keeping the warriors alive, especially for the Troll Slayers, who are not allowed armor. Adding a few more Thunderers with crossbows will make the warband a serious ranged threat and pistols can be purchased for the Clansmen, the Noble, and the Engineer to maximize the latter's special ability. An especially wealthy Dwarf Noble might well want to purchase a suit of Gromril armor and a Gromril weapon should he come across them, as he would want to return such items to 'proper Dwarf hands'.

The Dwarfs can be a challenge to play, as they are slower than most races and are very often outnumbered by their opponents. However, to counter this the Dwarfs have some very nice special abilities that make them a force to be reckoned with, both in close combat and at long range. In any case, they are a very enjoyable warband to play... players must however be cautious and make sure they do not adopt too much of the Dwarf's dour attitude (or his fondness for strong drink), as such things can prove quite debilitating during a game!

Henchmen

NAME	TYPE	EQUIPMENT	SPECIAL RULES
ZAMIR'S MARAUDERS	DRUNK'S MARAUDERS	Gold coins Wardrobe shield	Warband Rating Total experience: 40 Members: 8 Roster: 8
ZAMIR'S CLANSMEN	Dwarf Thunders	Crossbow Dagger	Group experience
ZAMIR'S KNIGHTS	Dwarf Clansmen	Helmets Dagger	Group experience
ZAMIR'S TROLLS	Dwarf Clansmen		Group experience
ZAMIR'S ONE-EYE	Dwarf Engineer		Group experience
HUSKAR GIGANT	Trollslayer	Battleaxe Dagger	
BORIS FOULBEARD	Trollslayer	Battleaxe Dagger	
ZAMIR			

Heroes

NAME	TYPE	EQUIPMENT	SKILLS, INJURIES, ETC.
ZAMIR	DRUNK	Shield Helmet Dwarf Arm Dagger	
ZAMIR ONE-EYE	Dwarf Engineer	Helmets Dagger	
HUSKAR GIGANT	Trollslayer	Battleaxe Dagger	
BORIS FOULBEARD	Trollslayer	Battleaxe Dagger	
ZAMIR			



Thorgrim's Mercenary Miners

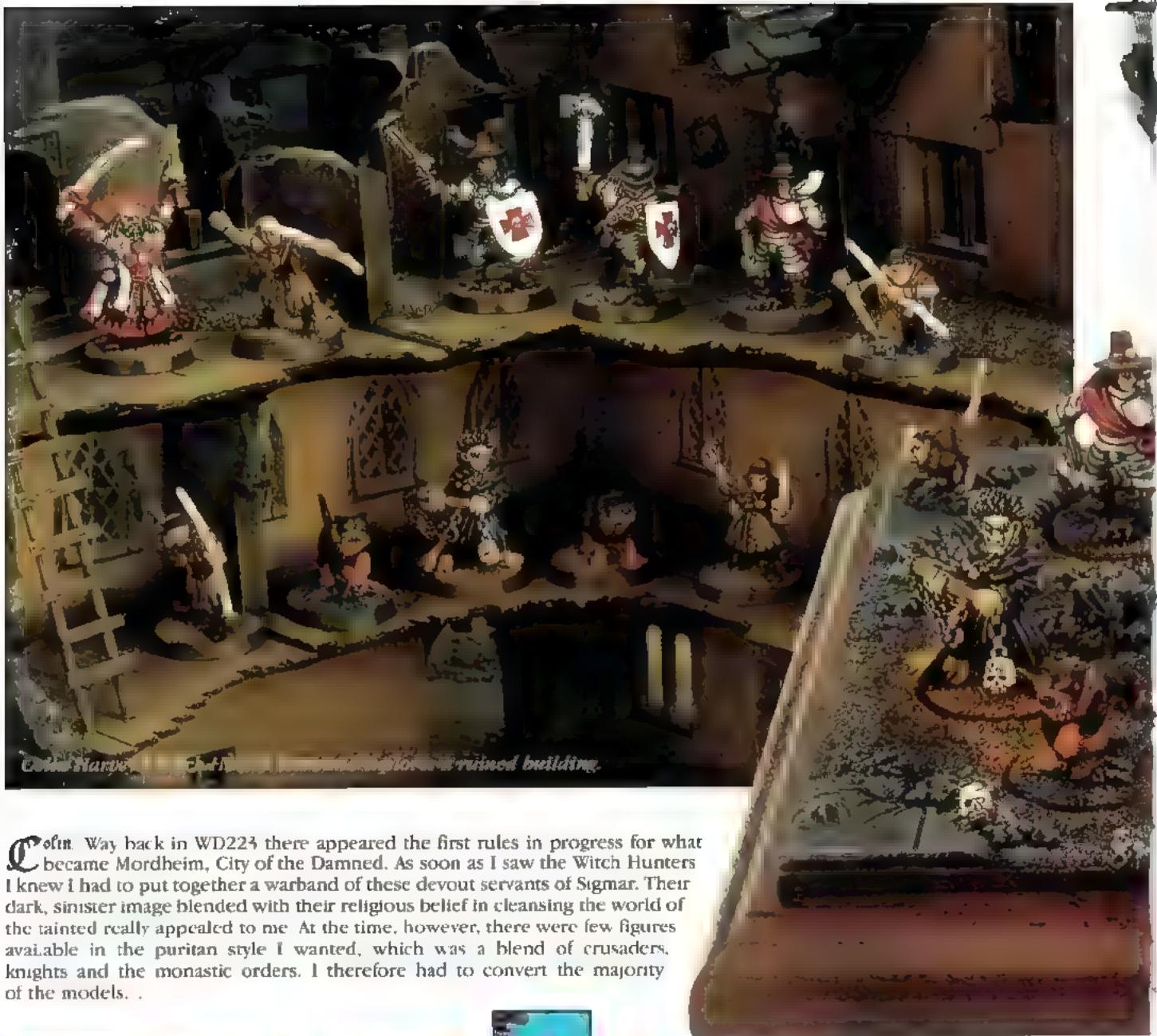
Rowland Cox's warband theme is that of a roving band of Dwarf Miners. Where possible he has used models armed with picks, counting them as axes in terms of the rules.



Cragbrow's Steelfists

Matthew Hatson has made use of bits from the Mordheim accessory sprue to personalize his warband. He wanted the warband to have a strong emphasis on shooting, so has included three Thunderers and, where possible, given his Heroes missile weapons. Of course, when the warband does get into hand-to-hand combat the Noble, Troll Slayer, and Clansman should be able to hold their own.





Colin. Way back in WD223 there appeared the first rules in progress for what became Mordheim, City of the Damned. As soon as I saw the Witch Hunters I knew I had to put together a warband of these devout servants of Sigmar. Their dark, sinister image blended with their religious belief in cleansing the world of the tainted really appealed to me. At the time, however, there were few figures available in the puritan style I wanted, which was a blend of crusaders, knights and the monastic orders. I therefore had to convert the majority of the models. .



For the Warrior-Priest I sculpted more hair and added litany papers onto the Empire Grand Theogonist model. I also added a shield and icon device to his breastplate.



The models I used for the Witch Hunters were the Imperial Reiksguard Knights on foot. I used heads and hats from the Warhammer Quest Witch Hunter and the new Johann van Hal special character, leaving enough of the Reiksguard helmet to create the mask and collar. With a few weapon swaps and converted shields, the look I wanted was achieved. The hardest part of the conversions was sculpting on the Witch Hunters' hair to cover up the previous details.

Purge the Unclean

Ye exquisite
warband of
talented
artisan
Colin
Harvey



The Monks (these models can easily be used as Zealots under the new rules) were made from Bretonnian Squires, with heads filed and re-modeled for the monk style haircut. To these I added necklaces and amulets bearing the same cross symbol that runs throughout the warband.



I converted the Flagellant by adding pieces from the Zombie sprue, which gave him relics and trophies so that he looks more like a prophet of doom.



My Pit Fighter Hired Sword. The body is from the Warhammer Quest Pit Fighter model and the head is from a Catachan Jungle Fighter

Immortal Threat

A deeper look at your warbands who pledge allegiance to the Elector Count of Sylvania. By ye evil practitioner of ye dark arts (allegedly) Graham Davey

Vlad von Carstein, the Count of Sylvania, is shrouded in mystery, for although he is a powerful contender to the throne it is rumored that he is involved in foul necromancy. The truth is that he is a Vampire who has sent his Undead minions to the City of the Damned to collect the magical wyrdstone. This is so one day he may raise a powerful Undead army and conquer the divided Empire. Graham Davey's Undead warband journeyed into the ruined city many times during playtesting and now he shares his dark wisdom...

So you wish to become a servant of the dread lords of the night? Then rise forth from your deathly slumber and follow

The lure of dark magic and the elegant but deadly Vampires have always appealed to me, so when everyone at the Studio started

playtesting Tuomas's new game I quickly decided to start an Undead warband. The Undead are close combat fighters. Their Heroes have access to bows but I don't tend to use this option. They also have some very specialized troops – only the lowly Dregs could be called even vaguely 'normal', and they will soon improve as they gain experience – everything else you can take has a tasty set of special rules. All this makes for very dynamic battles as you march, run, and shuffle relentlessly forward, hunting down your prey.

In every warband you must have a Vampire as your leader. Although mere weaklings compared with the infamous Vampire Lords who rule Sylvania, these are still the most powerful leaders available in the game – the only ones to have more than one Wound or Attack in their starting statistics. If you buy your Vampire two hand weapons it will have three Attacks right from the start. Alternatively, if you're expecting tough foes, try boosting its Strength with a halberd. Either way, you will have a true combat monster in your starting warband.

Your other Heroes include Dregs and one Necromancer. Both of these start out with 'average' human statistics but in a campaign they will become more and more useful, as they are one of the few things in your warband that can gain experience. For this reason it is worth keeping them protected in your first few games. The Necromancer, of course, has access to some quite nasty spells, which can really spoil your enemy's day. However magic can be unreliable, so don't rely on him to win the game for you.

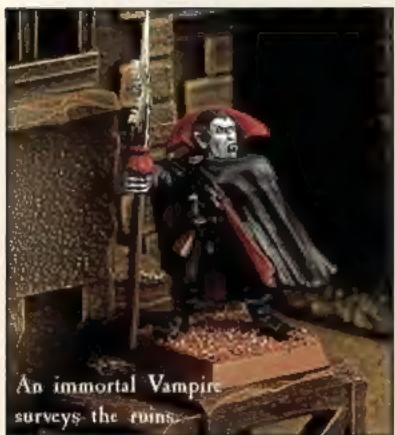
Zombies are the most common of the Undead, corpses animated by dark magic. They are very cheap to hire (summon) and at first glance their statistics seem rather weak. However, they have a long

The Vampires in Mordheim are the henchmen of Count Vlad von Carstein who seeks to gain enough power from the magical stones hidden in the ruins to summon a huge Undead army. If he is successful, he will raise all the dead between the World's Edge Mountains and the borders of Skitland and go to war with the divided rulers of the Empire.

During dark, moonless nights black coaches arrive at the gates of Mordheim, carrying coffins. Ghouls scuttle from their hiding places to greet them and corpses are stirred by a voice which the living cannot hear. Following the commands of the Vampire, they hunt for shards of wyrdstone.

The night belongs to the Undead and in Mordheim it is always night.

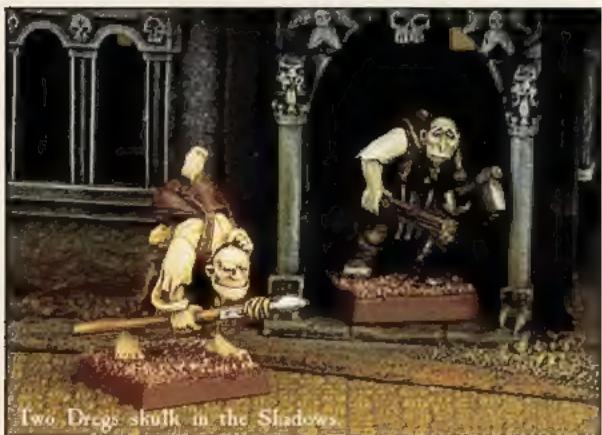
Lurking in the Shadows



An immortal Vampire surveys the ruins.



A foul Necromancer.



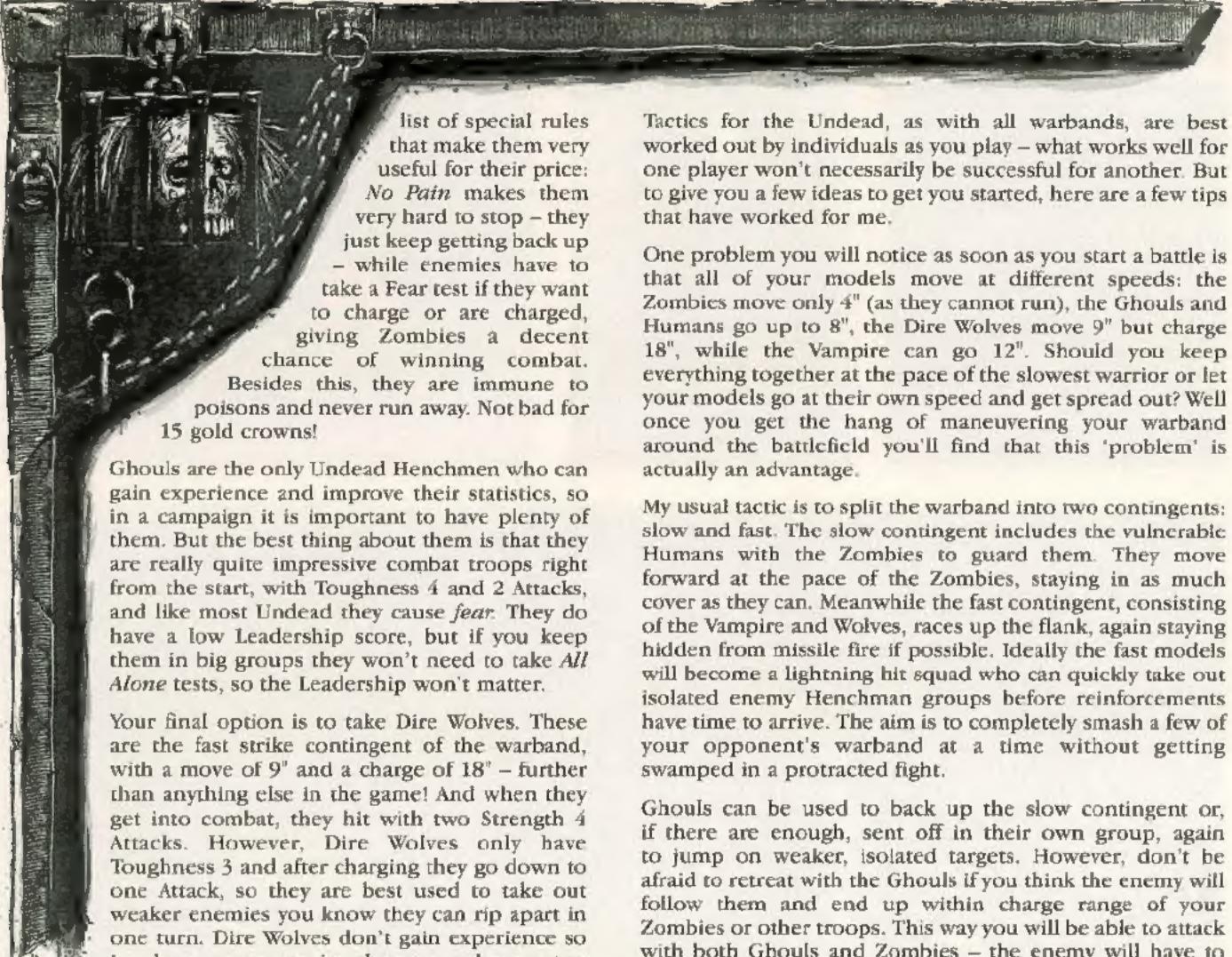
Two Dregs stalk in the Shadows.



The Undead trap a Marienburg warband.



A Vampire leads his Undead warband through Mordheim.



list of special rules that make them very useful for their price: *No Pain* makes them very hard to stop – they just keep getting back up – while enemies have to take a Fear test if they want to charge or are charged, giving Zombies a decent chance of winning combat.

Besides this, they are immune to poisons and never run away. Not bad for 15 gold crowns!

Ghouls are the only Undead Henchmen who can gain experience and improve their statistics, so in a campaign it is important to have plenty of them. But the best thing about them is that they are really quite impressive combat troops right from the start, with Toughness 4 and 2 Attacks, and like most Undead they cause *fear*. They do have a low Leadership score, but if you keep them in big groups they won't need to take *All Alone* tests, so the Leadership won't matter.

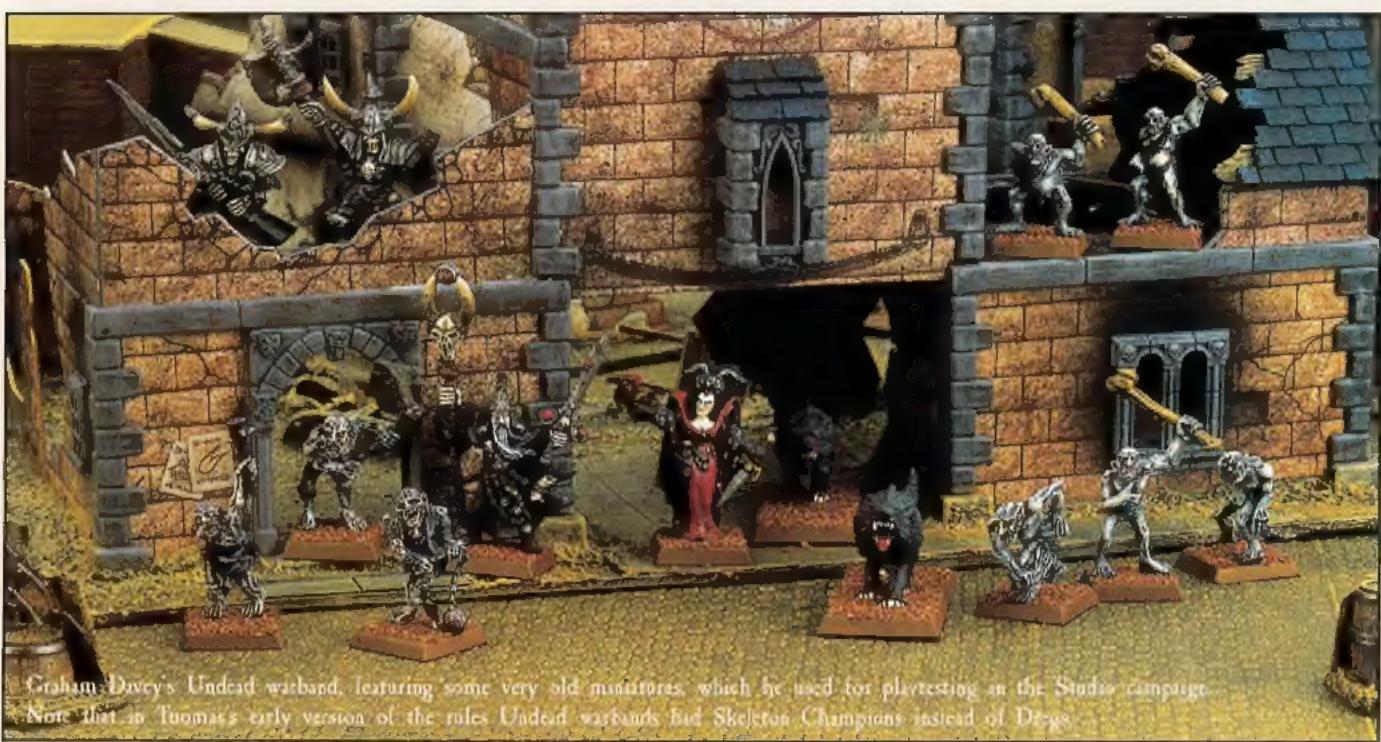
Your final option is to take Dire Wolves. These are the fast strike contingent of the warband, with a move of 9" and a charge of 18" – further than anything else in the game! And when they get into combat, they hit with two Strength 4 Attacks. However, Dire Wolves only have Toughness 3 and after charging they go down to one Attack, so they are best used to take out weaker enemies you know they can rip apart in one turn. Dire Wolves don't gain experience so in a long term campaign they are perhaps not as valuable as Ghouls. But in a starting warband, whose enemies are still relatively weak, they are formidable.

Tactics for the Undead, as with all warbands, are best worked out by individuals as you play – what works well for one player won't necessarily be successful for another. But to give you a few ideas to get you started, here are a few tips that have worked for me.

One problem you will notice as soon as you start a battle is that all of your models move at different speeds: the Zombies move only 4" (as they cannot run), the Ghouls and Humans go up to 8", the Dire Wolves move 9" but charge 18", while the Vampire can go 12". Should you keep everything together at the pace of the slowest warrior or let your models go at their own speed and get spread out? Well once you get the hang of maneuvering your warband around the battlefield you'll find that this 'problem' is actually an advantage.

My usual tactic is to split the warband into two contingents: slow and fast. The slow contingent includes the vulnerable Humans with the Zombies to guard them. They move forward at the pace of the Zombies, staying in as much cover as they can. Meanwhile the fast contingent, consisting of the Vampire and Wolves, races up the flank, again staying hidden from missile fire if possible. Ideally the fast models will become a lightning hit squad who can quickly take out isolated enemy Henchman groups before reinforcements have time to arrive. The aim is to completely smash a few of your opponent's warband at a time without getting swamped in a protracted fight.

Ghouls can be used to back up the slow contingent or, if there are enough, sent off in their own group, again to jump on weaker, isolated targets. However, don't be afraid to retreat with the Ghouls if you think the enemy will follow them and end up within charge range of your Zombies or other troops. This way you will be able to attack with both Ghouls and Zombies – the enemy will have to take lots more Fear tests (you have to take one Fear test for every *fear* causing model that charges you) and you are much more likely to win!



Graham Davy's Undead warband, featuring some very old miniatures, which he used for playtesting in the Studio campaign. Note that in Tuomas's early version of the rules Undead warbands had Skeleton Champions instead of Dire



Benchmen										
WARBAND NAME		WARBAND TYPE								
ERNST'S BRAVE WARRIOR		UNDEAD								
TREASURY:		STORED EQUIPMENT								
Cold copper: 0	Warband Rating:									
Wytcheshards: 0	Total experience: 30									
	Members x 5: 05									
	Living: 09									
NAME: THE WAILING DEAD		EQUIPMENT:		SPECIAL RULES:						
NUMBER: 4	TYPE: Zombies	None		None						
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14					
4	1	0	3	1	1	5				
NAME: CLAN OF NURH		EQUIPMENT:		SPECIAL RULES:						
NUMBER: 3	TYPE: Ghouls	None		None						
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14					
4	2	2	3	4	1	3	2	5		
NAME: BERNST'S PACK		EQUIPMENT:		SPECIAL RULES:						
NUMBER: 2	TYPE: Dire Wolves	None		None						
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14					
8	3	0	4	3	1	2	1	4		
NAME:		EQUIPMENT:		SPECIAL RULES:						
NUMBER:	TYPE:									
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14					
NAME:		EQUIPMENT:		SPECIAL RULES:						
NUMBER:	TYPE:									
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14					
NAME:		EQUIPMENT:		SPECIAL RULES:						
NUMBER:	TYPE:									
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14					

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Below is Graham's starting warband for Mordheim, the warband of Baron Ernst. The warband can be easily split into two groups with the Necromancer, Dregs, Zombies, and Ghouls moving down the center and the Vampire and Dire Wolves attacking on the flanks.

Heroes													
NAME: BARTHOLOMAEUS		EQUIPMENT:								SKILLS, INJURIES, ETC.			
TYPE: Vampire		None											
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14								
8	4	4	4	2	5	2	6						
Experience:		None											
NAME: MARCUS RUMBLE		EQUIPMENT:								SKILLS, INJURIES, ETC.			
TYPE: Necromancer		None											
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14								
4	3	3	3	1	3	1	7						
Experience:		None											
NAME: JAN CERNIK		EQUIPMENT:								SKILLS, INJURIES, ETC.			
TYPE: Dreg		None											
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14								
4	2	2	3	3	1	3	1	7					
Experience:		None											
NAME: CORNELIUS RUMBLE		EQUIPMENT:								SKILLS, INJURIES, ETC.			
TYPE: Dreg		None											
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14								
4	2	2	3	3	1	3	1	7					
Experience:		None											
NAME:		EQUIPMENT:								SKILLS, INJURIES, ETC.			
TYPE:													
M: 98	WS: 88	S: 5	T: 1	W: 1	A: 14								

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HOLY CRUSADE

Beware Followers of Dark Gods



The Witch Hunters of THE UNFORGIVING shall purify you with fire and steel. There is no place for you to hide, not even in the twisted ruins of Mordheim.

ALL GOOD MEN, JOIN WITH US LEST YOUR SOULS BE LOST

FOR SALE

Elf bow

only one owner.

14 Gold Crowns

Contact Cragbrow at the HALFLING HOTPOT

Dargan Rockfist

· GREENSKIN ·

SLAYER

Expert at eradicating FOUL GREENSKINS



Fee 15 Gold Crowns
for each contract

WANTED

Johann the Knife



For breaking out of

GAOL

on the eve of his hanging.

200 Gold Crowns

Collect the reward at the Wolfsburg Gaol.

MISGUIDED FOOLS

Your idle threats do not scare us, for your weak god Sigmar is nothing compared to the glory of the Shadowlord. Seek us out if you dare for we shall be ready. The Shadowlord will feast upon your decadent souls.

CEDRIC The Scholar

Available to translate
all ye olde text.

Dark tongues a
speciality.

Currently residing at
the ruined

Library Vault

FIGHTING PIT NEWS

Rasputin's seven-fight winning streak came to an end when a Dwarf Noble going by the name of Cragbrow crushed his skull after a bloody fight.

If you think you have what it takes to beat the best why not come along to Thrugg's Arena at Griffon Gate.

Thorgrim THUNDERBROW

EXPERT WYRDSTONE
HUNTER



Residing at the
Red Wolf Tavern

GUEST ALES

The Golden Griffon Inn
now has the fine

BUGMAN'S ALE
the strongest of beverages.

This month's other guest ales:

CASTLEROCK XXX
BLOODWEISER
JOHANN SMYTHES

CALLING

all REIKLANDERS

The time has come to put the strongarm braggarts from Middenheim in their place. Come to the sign of the fish on Ulriczeit and we will show them Reikland has the true claim to the throne.

FOR SALE OR TRADE

Johann's Emporium
The following goods for sale
or trade

Double-handed sword,
Lantern, Apple. The Count
of Ventimiglia's Misericordia.
Why not call in at ye olde
Gatekeeper's cottage?

OBITUARIES

Marcaine, bolt in the eye from
from a Dwarf crossbow.

Thorgar Gibal, Dwarf Troll Slayer
died at the hands of a Reikland
Youngblood.

Hans Babel, killed by the branches
of a mutant tree.

Heinrich Sachs, assassinated by an
unknown killer.

Walter Ruiz, Maurice Kubin,
One-Eyed Teddy Mcgrue, Alberto
Meidner. All Hung by the neck
until dead.

WANTED

Mandred the Jester



For WITCHCRAFT
most foul

Reward:

Redemption of your soul

Contact Adolf Muller,
Priest of Sigmar.

Talion Sureflight

BEST ARCHER

IN ALL THE WORLD



40 Gold Crowns

Only the most civilized
warbands need apply for the
pleasure of my company.